Fractal Trees with Springs

Gandhi Games

How to setup

When using space colonization - leaves

Differences Between Stationary and Moving Trees

Use correct branch prefab based

How to Apply Forces

Inspector Variables

Select tree type in inspector to get tree specific options.

Branching Tree

|  |  |
| --- | --- |
| Branch Colour | The colour of the tree. The branching tree can only be one colour. |
| Generations | The number of iterations to process. |
| Initial Length | The length of the initial tree trunk. |
| Length Multiplier On New Generation | The length of the branch is multiplied by the number on each successive generation. Enter a number less than 1 to reduce the size each generation. |
| Angle | The angle used when splitting a branch. |
| Branch Width | The width of all branches on the tree. |

L-Tree

|  |  |
| --- | --- |
| Auto Width | Adjust the width based on the colour index. |
| Mass Based on Width (moving trees only) | Adjust the mass based on the width of a branch. |
| Branch Initial Width | The initial width of the tree. This will be the width of all branches if auto width is false. |
| Generations | The number of iterations to process. |
| Axiom | The initial seed. |
| L-Tree Rules | The rules to apply to the axiom and each successive sentence. |
| Branch Length | The length of the branches. |
| Angle | The angle applied on branching. |
| L-Tree Colour | The colours. Only the first colour will be used if the rule set does not include colour indices. |

Space Colonization

|  |  |
| --- | --- |
| Leaf Parent |  |
| Branch Colour | The colour of the branches. |
| Branch Initial Length | The length of the branches until a leaf is found. |
| Branch Width | The width of the branches. |
| Min Distance to Leaf | The minimum distance to nearby leaves. When a branch gets within this distance to a branch it is removed. |
| Max Distance to Leaf | Leaves further than this distance are ignored by the tree, |

Generating shapes